

## CLAIMS

What is claimed is:

1. An audio and video playing method for being applied to a computer device having a memory unit and a data input unit, the method comprising the steps of:
  - (1) dividing the memory unit at least into a song storage region, an image file storage region, an audio and video playing program region, and a play setting data region;
  - (2) when the computer device receives data transferred from the data input unit, determining the type of data via the computer device; if it is an image file, storing the data in the image file storage region of the memory unit; if it is a sound file, storing the data in the song storage region of the memory unit;
  - (3) having a user set a playing mode via the data input unit of the computer device, wherein the computer device displays data of playing modes on a display unit thereof, and the playing modes at least include a mode for playing songs only and a mode for simultaneously playing songs and displaying images;
  - (4) when the computer device receives a playing mode for simultaneously playing songs and displaying images from the user, finding out data of songs and image files via the computer device from the song storage region and image file storage region of the memory unit for allowing the user to select an intended song and a corresponding image file;
  - (5) establishing a form of correlation between songs and image files via the computer device according to the setting and selection made by the user, and storing the correlation form in the play setting data region of the memory unit; and
  - (6) when the computer device receives a song playing request from the user via the data input unit, executing an audio and video playing program stored in the audio and video playing program region of the memory unit via the computer device in accordance with data stored in the play setting data region.

2. The audio and video playing method of claim 1, wherein the computer device is selected from the group consisting of a desktop personal computer, notebook computer, digital camera, cellular phone, and personal digital assistant.
3. The audio and video playing method of claim 1, wherein the memory unit is selected from the group consisting of a hard disk and a storage memory card.
4. The audio and video playing method of claim 1, wherein the data input unit is an electronic device connected to the computer device for allowing data to be input to the computer device.
5. The audio and video playing method of claim 4, wherein the electronic device is selected from the group consisting of a hard-disk device and a reading device for reading data stored in a storage memory card.
6. The audio and video playing method of claim 3, wherein the storage memory card is selected from the group consisting of a CF (compact flash) card, PCMCIA (personal computer memory card international association) and SM (smart media) card.
7. The audio and video playing method of claim 5, wherein the storage memory card is selected from the group consisting of a CF (compact flash) card, PCMCIA (personal computer memory card international association) and SM (smart media) card.
8. The audio and video playing method of claim 1, wherein the image file storage region stores a plurality of image files of different file formats.
9. The audio and video playing method of claim 8, wherein the image files are of "jpeg", "gif" and "mpeg" file formats.
10. The audio and video playing method of claim 1, wherein the correlation form is used to store storage addresses of image files corresponding to songs intended to be played and storage addresses of drivers for executing the image files.
11. The audio and video playing method of claim 1, wherein the songs are stored in a

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MP3 (MPEG audio layer-3) file format.